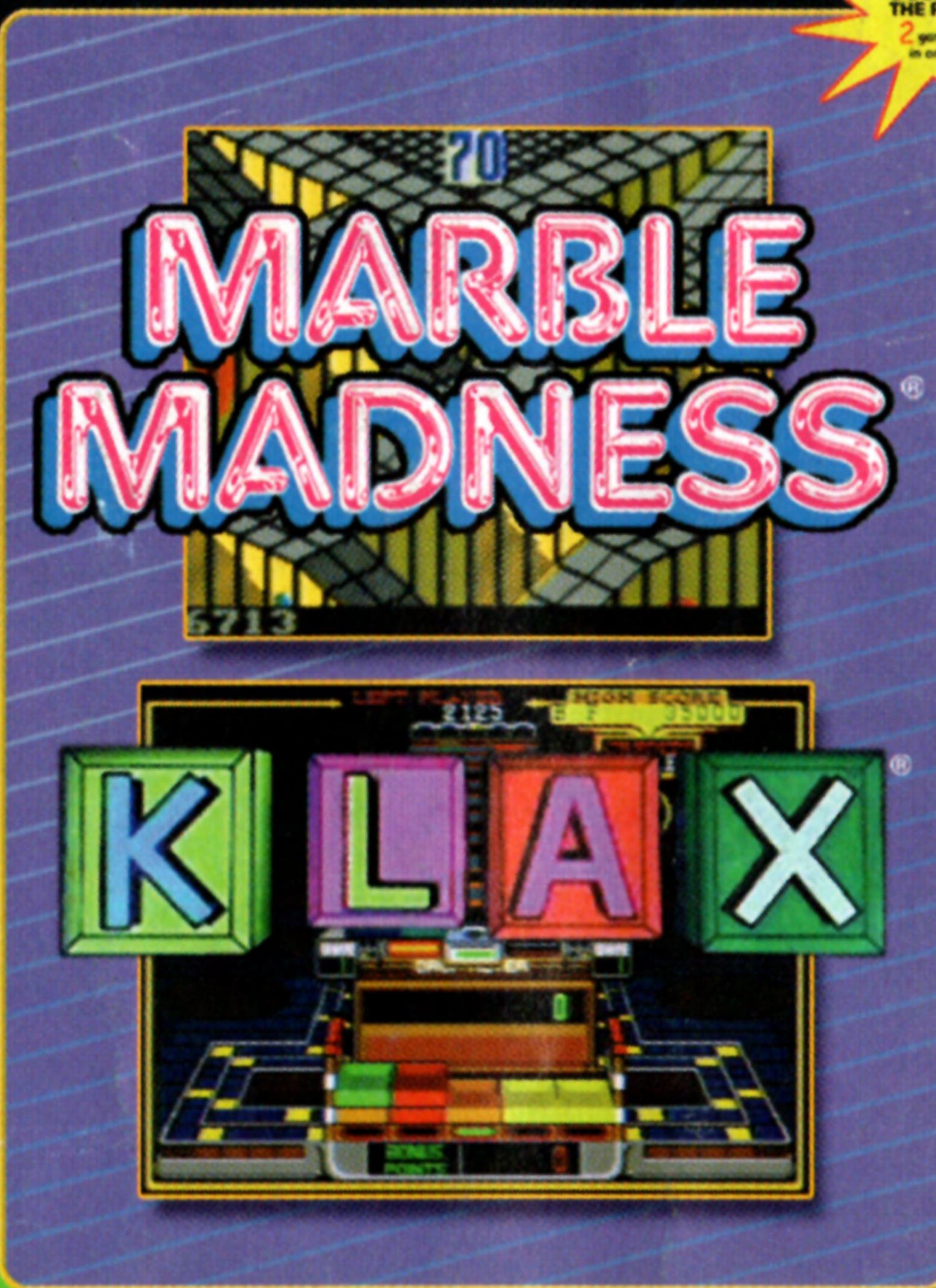


GAME BOY ADVANCE

AGB-B68E-USA



INSTRUCTION BOOKLET

DSI
GAMES

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



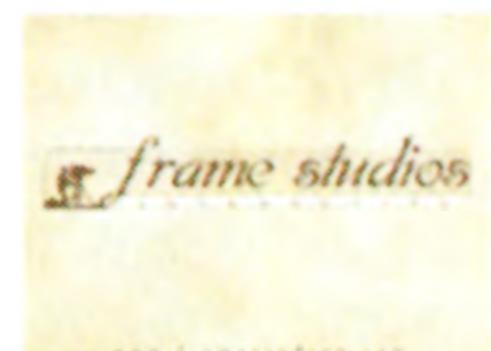
THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws. Rev-D (L)



LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

Contents

Marble Madness®

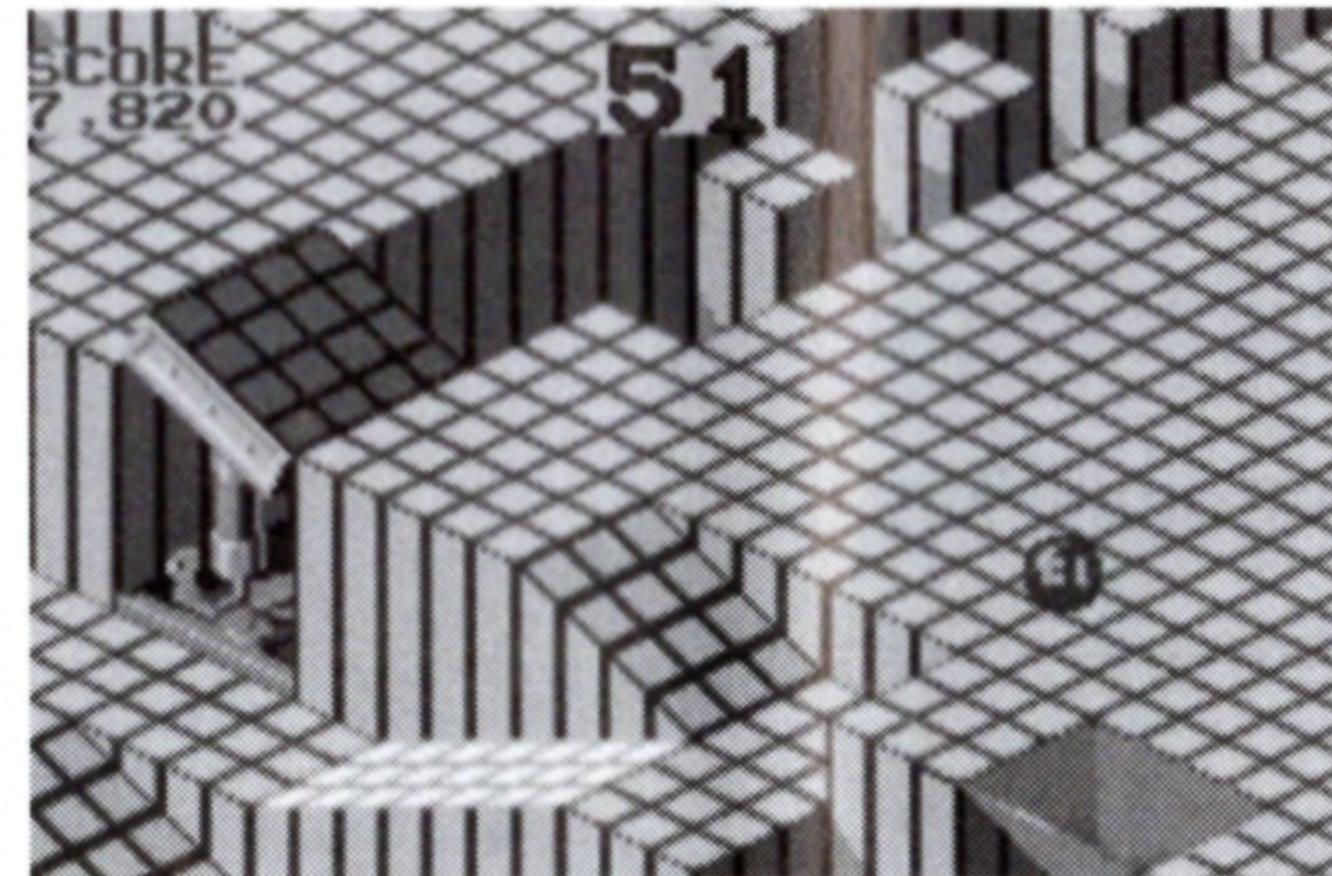
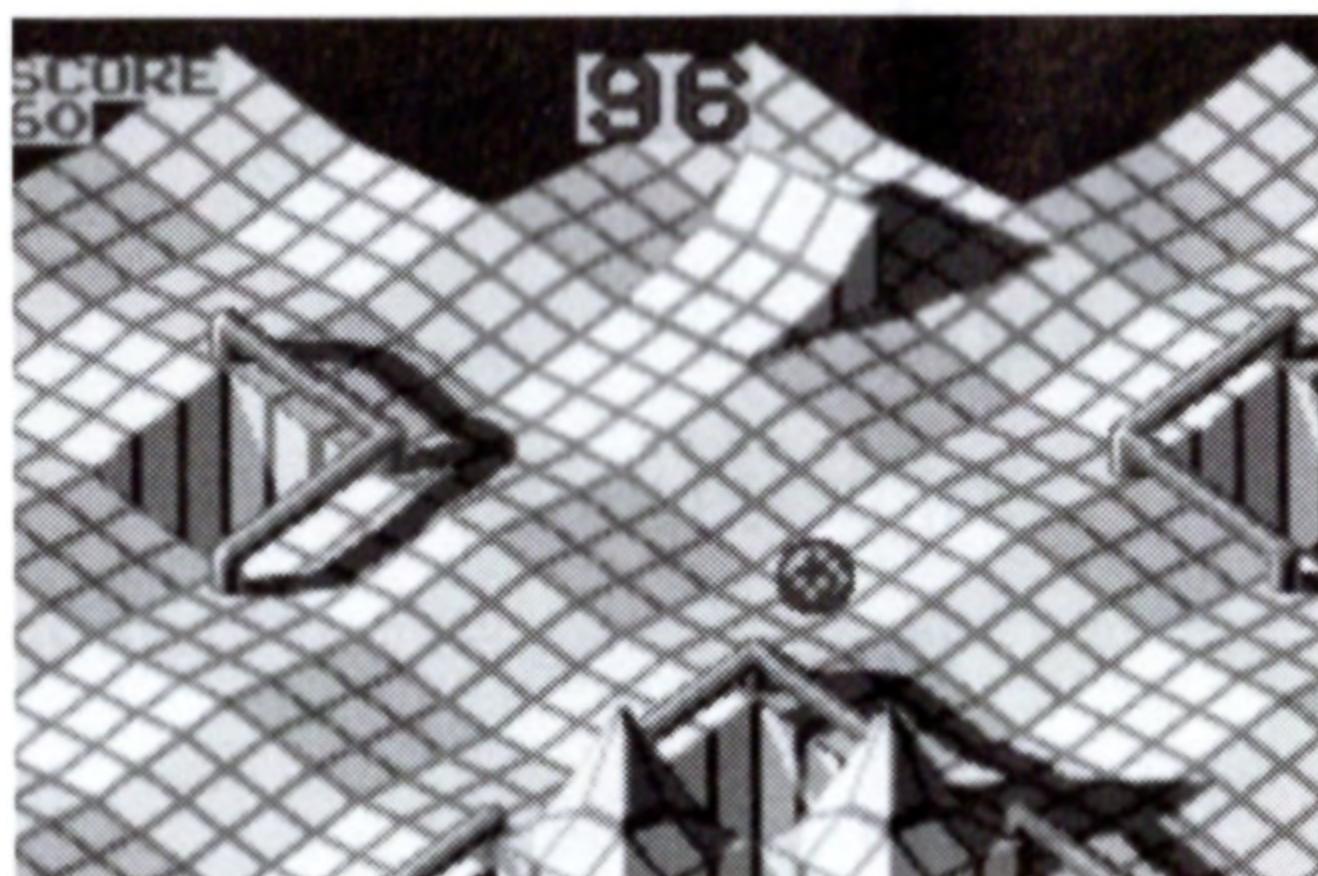
Introduction	4
Getting Started	4
How to Play	4
Game Controls	5
End of Game	5
Tips	6

Klax®

Introduction	7
Getting Started	7
How to Play	7
Game Controls	8
End of Game	8
Tips	9
Credits	10

Introduction

Since 1984, the year in which Marble Madness® was released, it represented the most innovative and immediate coinop ever. Now you can finally play it on your Game Boy® Advance.

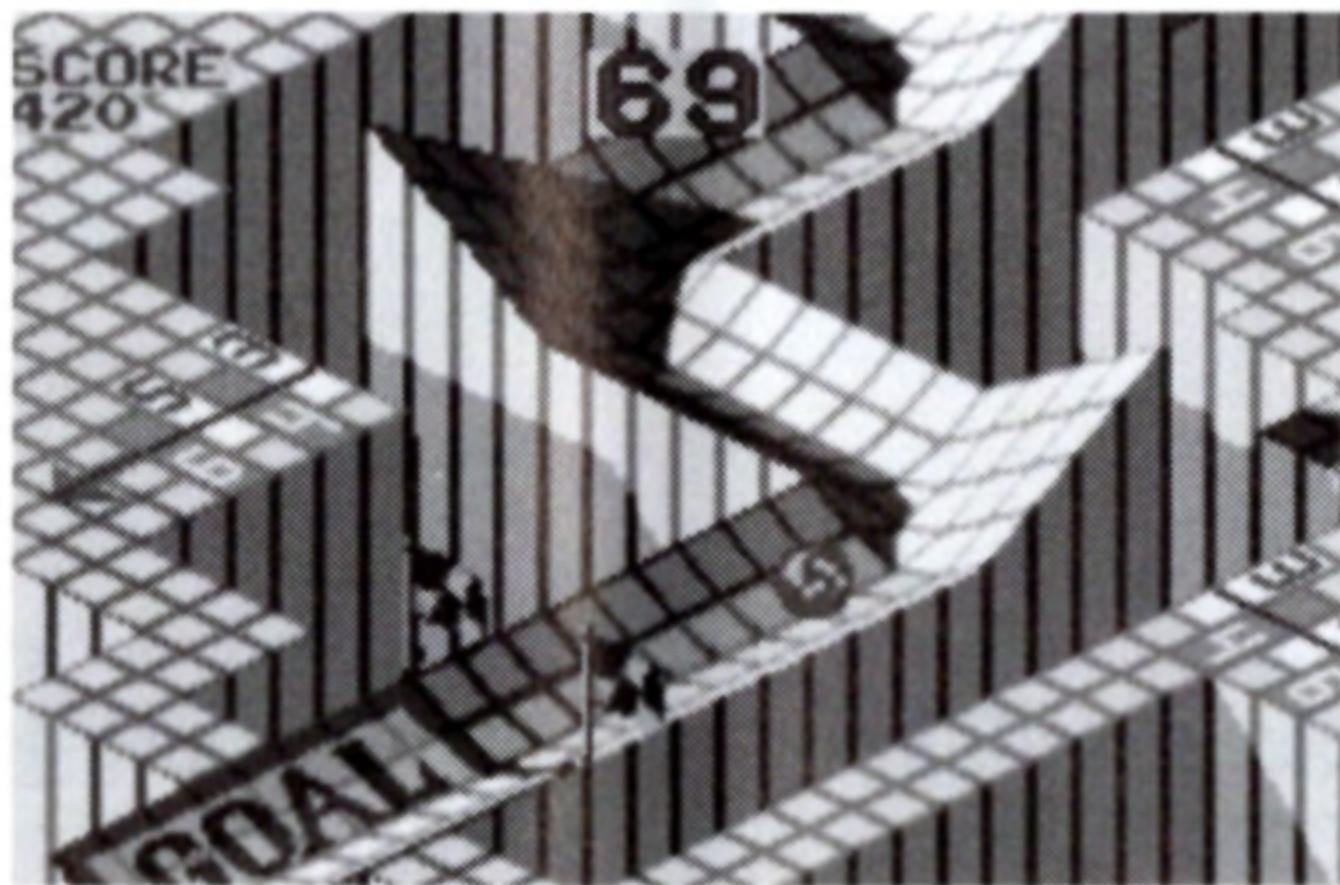


Getting Started

From the Marble Madness® main menu screen, press START to start a new game.

How To Play

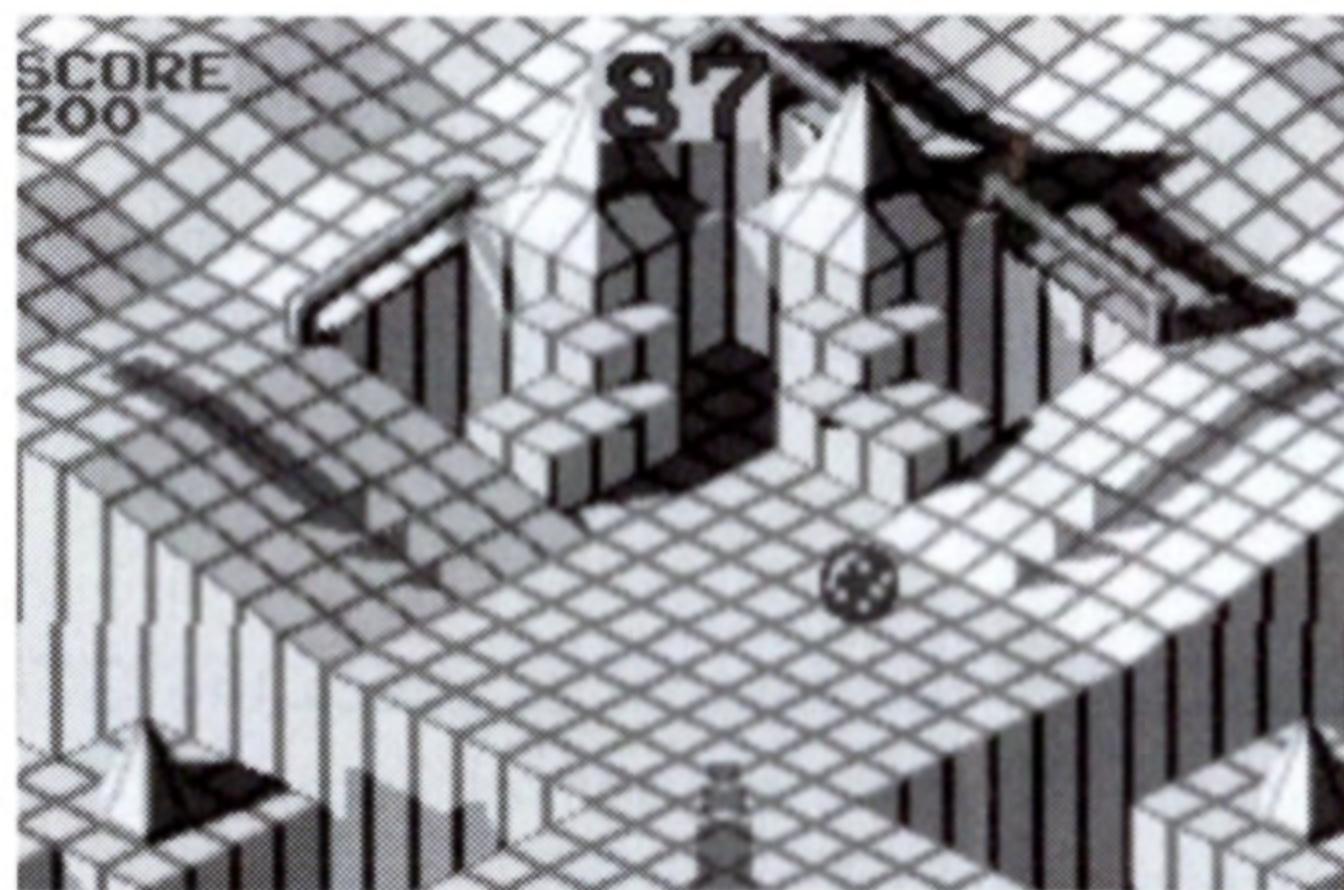
Marble Madness® is a challenge against time which is founded on the control of a rotating sphere and its balance. You can control the sphere and move it on the floor, but be careful: it will speed up or down according to the floor's pitch!



The objective of the game is to reach the GOAL area, at the bottom of each level within a time limit being careful to avoid crags, traps and enemies. In every level, you must reach the GOAL area as quickly as possible. Save the more seconds you can in order to earn extra points and seconds for the next level. Sometimes more than one way leads to the GOAL area. If you choose the hardest way, you will earn extra points when completing it.

Game Controls

Controlling the blue sphere is simple! With the Control Pad, you can make the sphere roll wherever you want. By pressing A Button or B Button, you can give the sphere a speed burst that will be crucial to climb very steep platforms. During game, press START to pause the game and START again to unpause it.



But be careful! The sphere is subject to gravity, so that when you're on a slope it will automatically gain speed at the risk of falling in a crag or to ending up in an enemy-infested area.

End Of Game

The game ends if the time is over and the sphere didn't reach the GOAL area. In this case you can only hope your score is high enough to be admitted in the HIGH SCORE CHART, and focus on the next game of MARBLE MADNESS®!

To enter your name in the high scores, press Control Pad Up or Down to change the current character. Confirm by pressing A Button.

Tips

If you never played Marble Madness® (shame of you!) and you're about to play for the first time, this is the right place where to learn how to make your sphere's lifespan longer. First of all, try to make your choices as quickest as possible! Time in Marble Madness® is very important. Treasure it.

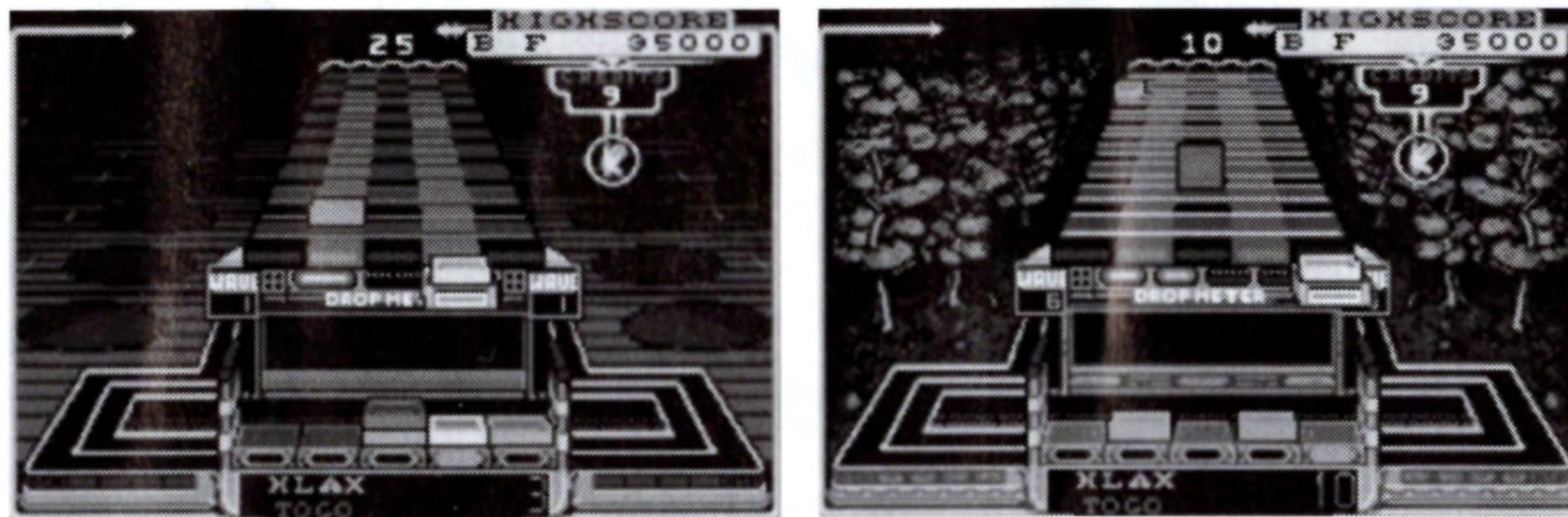
Try to avoid enemies: some of them can follow you if you're close enough to be located. For your first games, try the simplest ways; when you find a crossroad, take a glance of each path before choosing it! You don't have to be only aware of crags, but even of jumps whose height will make your sphere impact on the floor violently. The ball might remain stunned for a while or to even break on the spot and make you lose precious time.

Introduction

Launched in 1989, Klax® surely is a classic in the PUZZLE GAMES history, affecting the forthcoming videogames! You will finally be able to play one of the most original video games on your Game Boy® Advance.

Getting Started

From the Klax® main menu screen, use the Control Pad to highlight the "New game" selection. Then press START or the A Button to start a new game.



How to Play

KLAX® requires brains and speed! By controlling a small sideways-sliding platform, you must collect and order several colored blocks which roll down on a conveyor belt along five straight lanes. Place the sliding platform right under the block which is about to fall, collect it and decide where to place it. You can collect more than one block at a time, but be careful: you can only drop them in the game-scheme one by one!



Unluckily, the sliding platform can't carry more than five blocks altogether. The next ones will directly drop in the game-scheme causing you to lose points.

The goal of the game is to order series of blocks on the game-scheme with a predefined objective explained at the beginning of each level. You can be asked to place three blocks of the same color vertically, horizontally, diagonally or even in odd shapes that will never fail to challenge your skills!

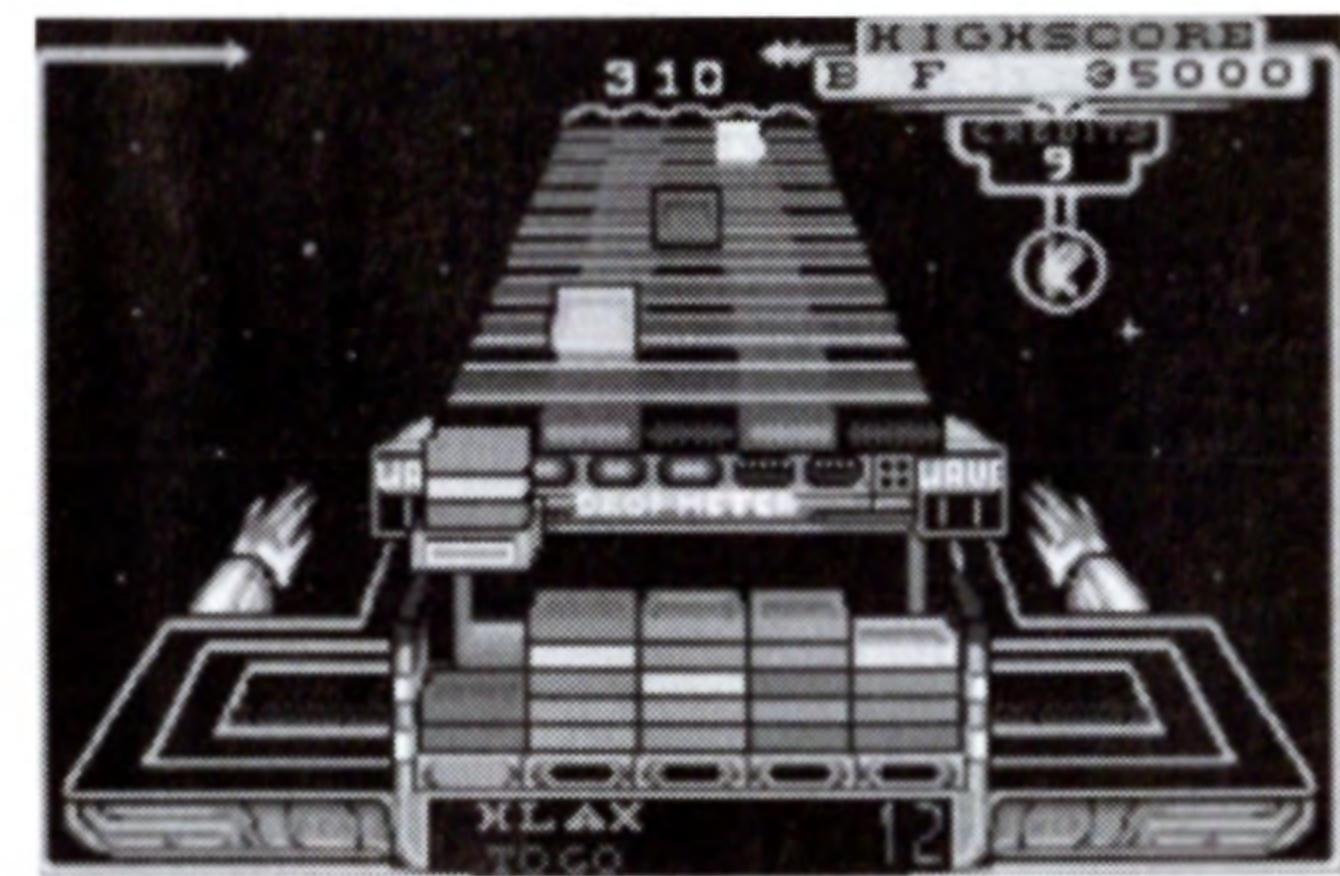
Game Controls

With the Control Pad Left or Right you can move the sliding platform at the end of the conveyor belt and wait for a falling block. By pressing Control Pad Down, you can temporarily speed up the rolling of the incoming blocks. Press the A Button to make a

collected block drop from the sliding platform. By pressing the B Button, you can throw it back where it came from on the conveyor belt and it will start to roll again. During the game press START to pause the game, and START again to unpause it.

End of Game

The game ends when you fail to collect three falling blocks from the carpet in a row or when the game-scheme is completely full and there is no room left for new blocks. To enter your name in the high scores, press Control Pad Up or Down to change the current character. Confirm by pressing the A Button.



Tips

Before starting to play Klax®, you will need to be very focused! Speeding up the rolling of blocks is only useful when you already know where to drop them. Otherwise be careful! Take more time and think about your next moves. When the sliding platform is laden with more than two or three blocks, it could be better to drop some in the game scheme. Sometimes, even if it's not the objective of the current level, it could be useful to free some space in the game scheme by forming a row or column of three blocks. In this way, you will have more room for the next blocks.

Credits

Developed by

Frame Studios Interactive

Head of Development

Marco Pacifico

Product Manager

Massimiliano Calamai

Programmers

Thomas Maniero

Franco Sinopoli

Marco Pacifico

Reverse Design & Testing

Stefano Gualeni

Massimiliano Calamai

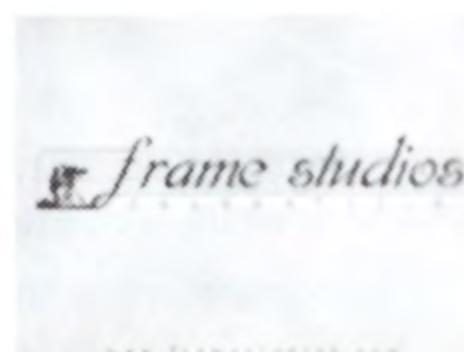
Published By
Destination Software Inc

VP of Development
Paul Tresise

Senior Development Manager
Gareth Luke

Midway
Vice President, Business Development
Lee Jacobson

Senior Legal Counsel
Rob Gustafson



Compilation © 2005 Midway Home Entertainment Inc. Marble Madness and Klax are registered trademarks of Midway Games West Inc. All rights reserved. Used by permission. Distributed under license by Midway Home Entertainment Inc. Midway and the Midway Logo are registered trademarks of Midway Amusement Games, LLC. Midway Amusement Games, LLC and its affiliates do not monitor, endorse or accept responsibility for the content of any non-Midway website.

DESTINATION SOFTWARE, INC. 90 DAY WARRANTY

DESTINATION SOFTWARE, INC. (DESTINATION) warrants to the original purchaser only of this DESTINATION software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This DESTINATION software program is sold "as is", without express or implied warranty of any kind, and DESTINATION is not liable for any losses or damages of any kind resulting from use of this program. DESTINATION agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any DESTINATION software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the DESTINATION software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DESTINATION. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DESTINATION BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS DESTINATION SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after expiration of Warranty - If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

www.DSIGames.com

DESTINATION SOFTWARE, INC. Consumer Service Dept. (888) 654-4447
137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080

Notes

Destination Software, Inc.
137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080
1-888-654-4447
www.DSIGames.com

PRINTED IN USA